

The invention is hereby claimed as follows:

1. A gaming device comprising:
 - 10 a processor;
 - a primary game controlled by the processor;
 - a secondary game controlled by the processor;
 - a secondary game triggering event in the primary game which triggers the secondary game;
 - 15 a secondary game re-triggering event in the secondary game which re-triggers the secondary game; and
 - an accumulator in the secondary game which is adapted to accumulate secondary game re-triggering symbols, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates at least two
 - 20 secondary game re-triggering symbols in one or more activations of said secondary game.
2. The gaming device of Claim 1, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ the same triggering symbol.
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- 5 3. The gaming device of Claim 1, wherein said secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game; at least one additional spin in the secondary game; and at least one additional turn in the secondary game.
4. The gaming device of Claim 1, which includes an accumulated symbol
10 display that displays the secondary game re-triggering symbols that are accumulated by a player in the secondary game.
5. A gaming device comprising:
a processor;
15 a primary game controlled by the processor;
a secondary game controlled by the processor;
a secondary game triggering event in the primary game which triggers the secondary game;
at least one secondary game re-triggering symbol in the secondary
20 game; and
an accumulator in the secondary game which is adapted to accumulate secondary game re-triggering symbols, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates a plurality of secondary game re-triggering symbols in one or more activations of said
25 secondary game.

- 5 6. The gaming device of Claim 5, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ at least one of the same triggering symbols.
7. The gaming device of Claim 5, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ a plurality of the same triggering symbols.
- 10 8. The gaming device of Claim 5, wherein the number of accumulated secondary game re-triggering symbols necessary to re-trigger the secondary game is pre-determined.
9. The gaming device of Claim 5, wherein the number of accumulated secondary game re-triggering symbols necessary to re-trigger the secondary game is randomly determined.
- 15 10. The gaming device of Claim 5, wherein a probability associated with one number of secondary game re-triggering symbols to be accumulated is greater than a probability associated with another number of secondary game re-triggering symbols.
- 20 11. The gaming device of Claim 5, wherein each secondary game re-triggering symbol accumulated by the accumulator is a different symbol.

5 12. The gaming device of Claim 11, wherein the secondary game re-triggering symbols accumulated by the accumulator are arranged in a pre-determined order and wherein the entire secondary game or a portion thereof is re-triggered when the player accumulates all of the secondary game re-triggering symbols in the pre-determined order.

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13. The gaming device of Claim 5, wherein said bonus re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game; at least one additional spin in the secondary game; and at least one additional turn in the secondary game.

15 14. A gaming device comprising:
a processor;
a primary game controlled by the processor;
a secondary game controlled by the processor;
a secondary game triggering event in the primary game which triggers

20 the secondary game; and

a secondary game re-triggering event including an accumulator, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates a plurality of secondary game re-triggering symbols in one or more activations of said secondary game.

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- 5 15. A gaming device comprising:
- a processor;
 - a display device controlled by the processor,
 - a primary game displayed by the display device and controlled by the processor, said primary game including at least one secondary game
- 10 triggering symbol;
- a secondary game displayed by the display device and controlled by the processor, said secondary game triggered upon the display of said secondary game triggering symbol in one predetermined position in said primary game;
 - and
- 15 a secondary game triggering event in the primary game which triggers the secondary game;
- a secondary game re-triggering event in the secondary game which re-triggers the secondary game; and
 - an accumulator in the secondary game which is adapted to accumulate
- 20 secondary game re-triggering symbols, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates a plurality of secondary game re-triggering symbols in one or more activations of said secondary game.

- 5 16. A gaming device comprising:
- a processor;
- a display device controlled by the processor,
- a primary game displayed by the display device and controlled by the processor, said primary game including a plurality of secondary game
- 10 triggering symbols;
- a secondary game displayed by the display device and controlled by the processor, said secondary game triggered upon the display of a predetermined combination of a plurality of said secondary game triggering symbols in said primary game;
- 15 an accumulator in the secondary game which is adapted to accumulate a plurality of secondary game re-triggering symbols; and
- at least one re-trigger of the entire secondary game, at least one additional spin in the secondary game or at least one additional turn in the secondary game provided to a player in the secondary game upon the display
- 20 of one of a plurality of predetermined combinations of a plurality of said secondary game re-triggering symbols in said secondary game or upon the accumulation of said number of secondary game re-triggering symbols.

- 5 17. A gaming device comprising:
- a processor;
 - a display device controlled by the processor;
 - a base game displayed by the display device and controlled by the processor, said base game including a plurality of bonus game triggering
- 10 symbols;
- a bonus game displayed by the display device and controlled by the processor, said bonus game triggered upon the display of a predetermined combination of said bonus triggering symbols in said base game;
 - an accumulator controlled by the processor and associated with the
- 15 bonus game, said accumulator is adapted to accumulate a plurality of bonus re-triggering symbols; and
- a bonus re-trigger provided to a player in the bonus game when a predetermined combination of said bonus re-triggering symbols is displayed by the display device in the bonus game or when said accumulator accumulates
- 20 said number of bonus re-triggering symbols.
18. The gaming device of Claim 17, wherein said bonus re-trigger is selected from the group consisting of: at least one re-trigger of the bonus game; at least one additional spin in the bonus game; and at least one
- 25 additional turn in the bonus game.

- 5 19. A gaming device comprising:
- a processor;
- a display device controlled by the processor;
- a base game displayed by the display device and controlled by the processor, said base game including a plurality of bonus game triggering
- 10 symbols;
- a bonus game displayed by the display device and controlled by the processor, said bonus game triggered upon the display of a predetermined combination of said bonus triggering symbols in said base game;
- at least one bonus re-triggering symbol in the bonus game that is
- 15 activated by the processor;
- an accumulator controlled by the processor and associated with the bonus game, said accumulator is adapted to accumulate a plurality of activated bonus re-triggering symbols; and
- a bonus re-trigger provided to a player in the bonus game when a
- 20 predetermined combination of said bonus re-triggering symbols is displayed by the display device in the bonus game or when said accumulator accumulates said number of activated bonus re-triggering symbols.
20. The gaming device of Claim 19, wherein the bonus re-triggering symbol
- 25 occurs more frequently in the bonus game than the bonus triggering symbols.

- 5 21. A gaming device comprising:
- a processor;
- a plurality of reels controlled by the processor;
- a plurality of symbols on each reel, said symbols including a plurality of secondary game triggering symbols;
- 10 a primary game including at least one activation of said reels by the processor;
- a secondary game including at least one activation of said reels by the processor, said secondary game triggered upon the display of a plurality of the secondary game triggering symbols on an active payline associated with the
- 15 reels in said primary game;
- an accumulator controlled by the processor and associated with the secondary game, said accumulator is adapted to accumulate a plurality of secondary game re-triggering symbols on an active payline; and
- a secondary game re-trigger provided to the player in the secondary
- 20 game when the plurality of said secondary game re-triggering symbols are displayed by the reels in any position in the secondary game or when the accumulator accumulates said number of secondary game re-triggering symbols.
- 25 22. The gaming device of Claim 21, wherein said secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game and at least one re-activation of the reels in the secondary game.

23. A method of operating a gaming device having a primary game and a secondary game comprising the steps of:

(a) displaying a plurality of primary game symbols and secondary game triggering symbols in a primary game;

10 (b) triggering the secondary game if a predetermined number of secondary game triggering symbols are obtained in the primary game; and

(b) providing a secondary game re-trigger in the secondary game when a number of the secondary game re-triggering symbols less than the predetermined number is indicated in the secondary game or if a pre-
15 determined number of secondary game re-triggering symbols are accumulated by an accumulator in the secondary game.

24. The method of Claim 23, wherein the secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary
20 game; at least one additional spin in the secondary game; and at least one additional turn in the secondary game.

25. The method of Claim 23, which includes the step of operating the primary and secondary games through a data network.

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26. The method of Claim 25, wherein the data network is an internet.